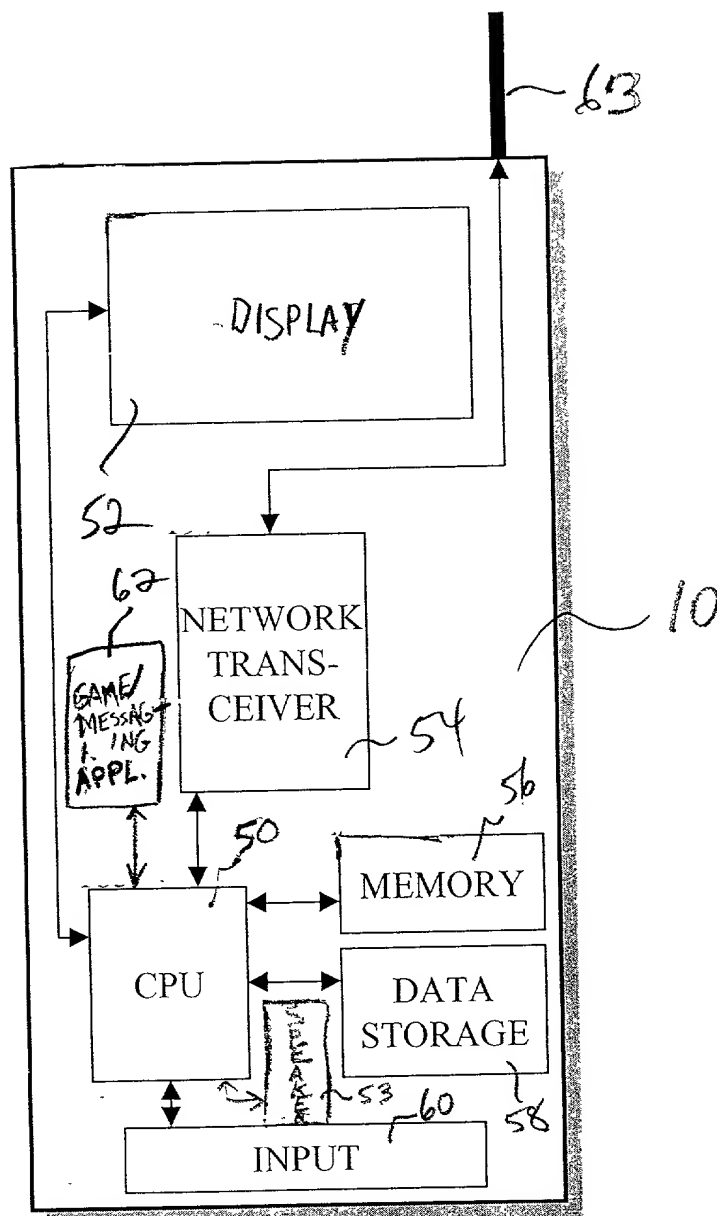


FIG. 1

Fig. 2



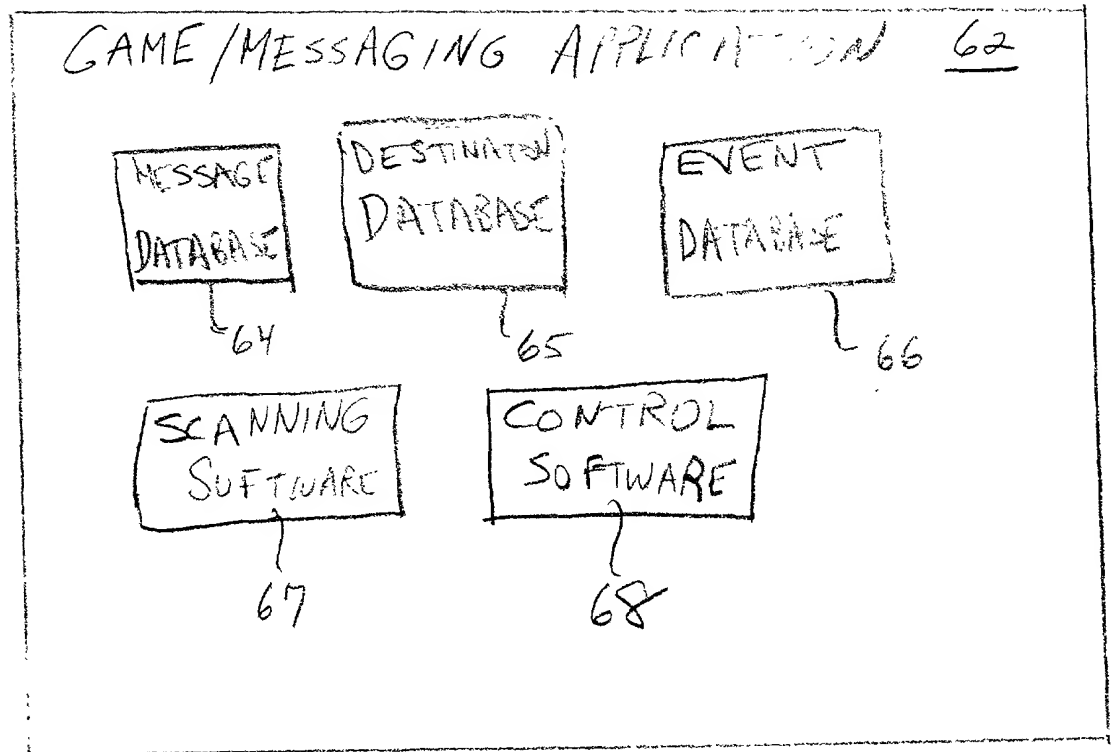


FIG. 3

Game terminal database

32

Player #	terminal type	terminal capability	message type	Destination Address
player 1	Nokia 3210		picture message	Address 1
player 2	Nokia 6210		picture message	Address 2
.....
.....
.....
.....
player 22	Nokia 2110		text message	Address 22
player 23	Nokia multimedia		video message	Address 23
.....
.....
.....
.....
player xxxx	terminal yyyy		message zzzzzz	Address xxxx

FIG. 4

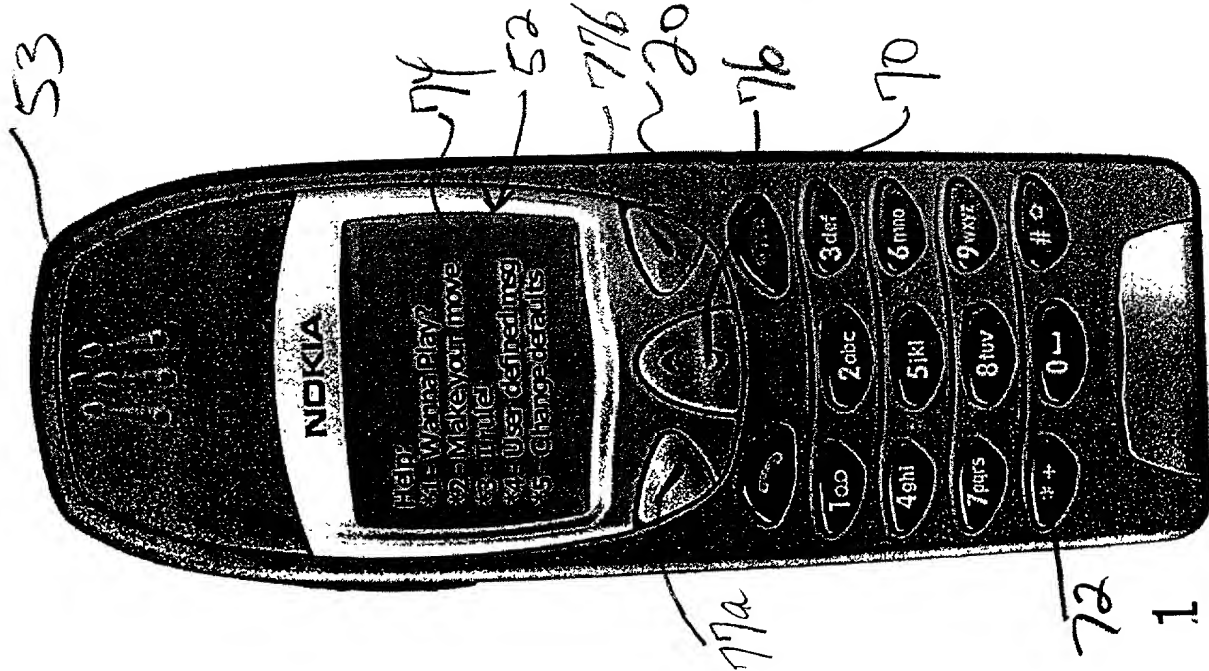


FIG. 5A

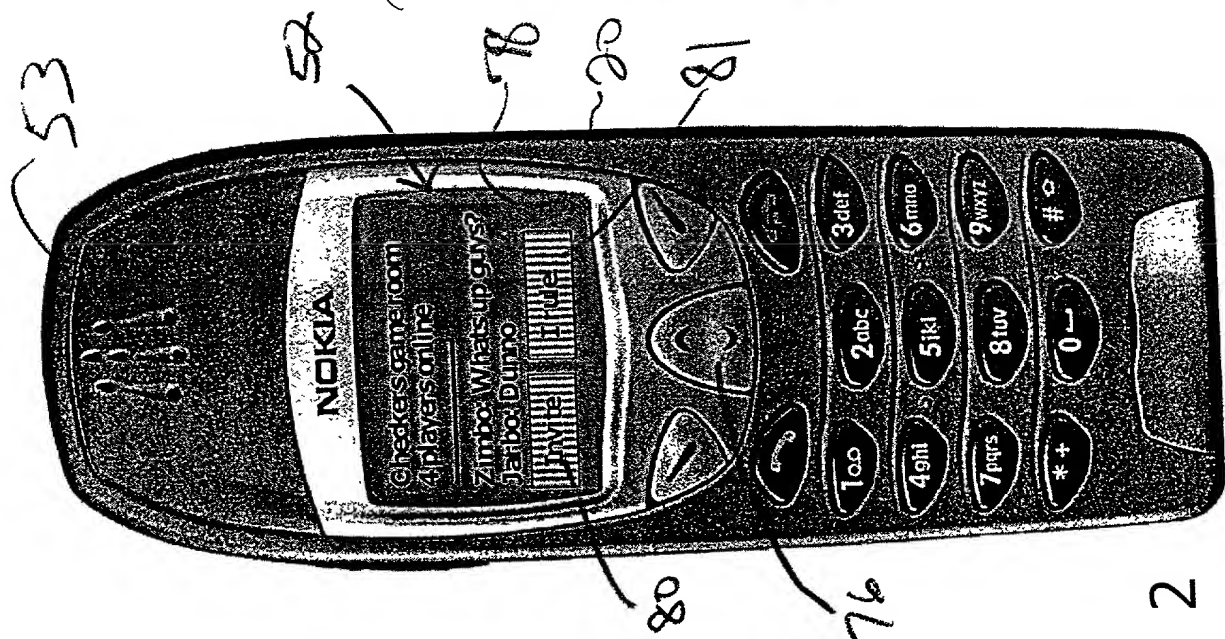


FIG. 5B

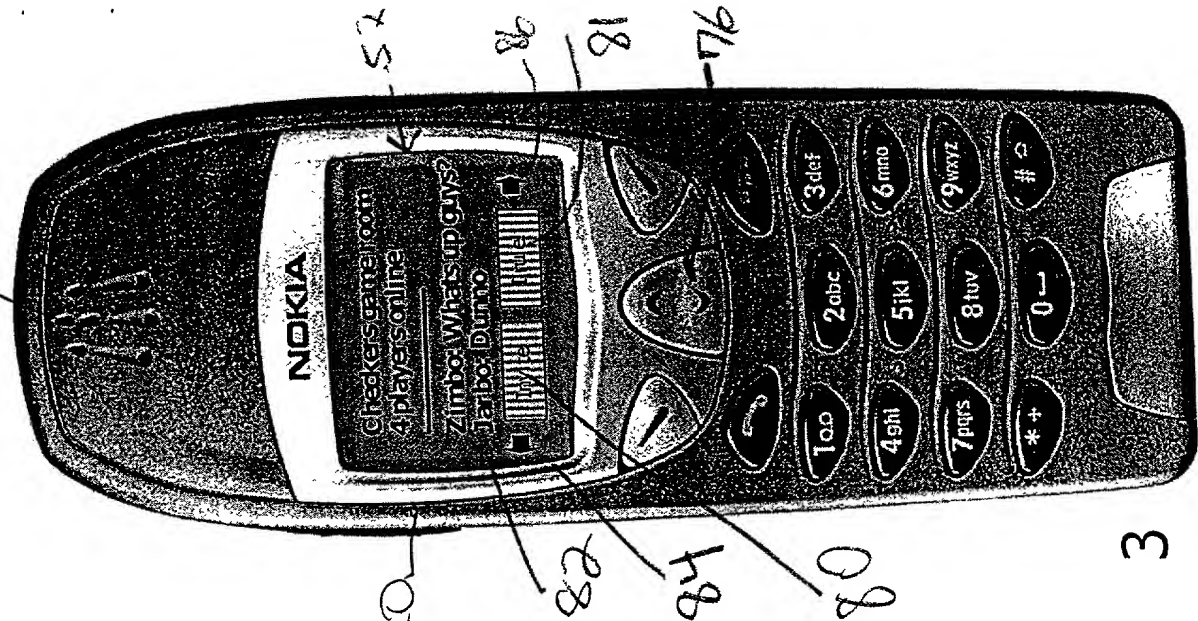


FIG. 5C

F166

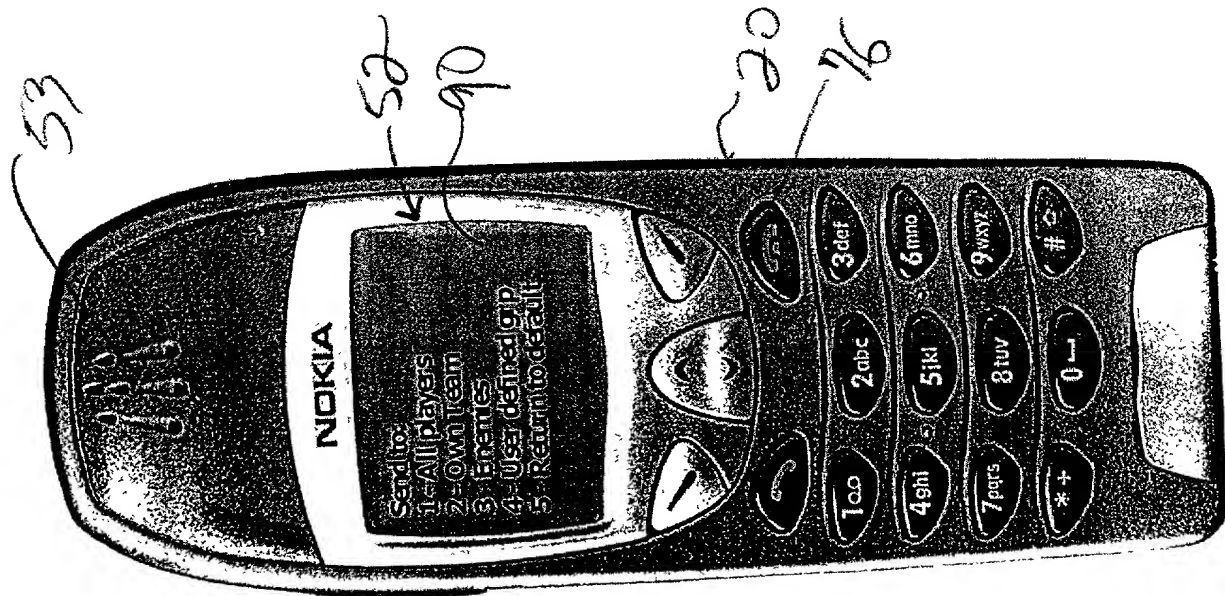


FIG. 7A

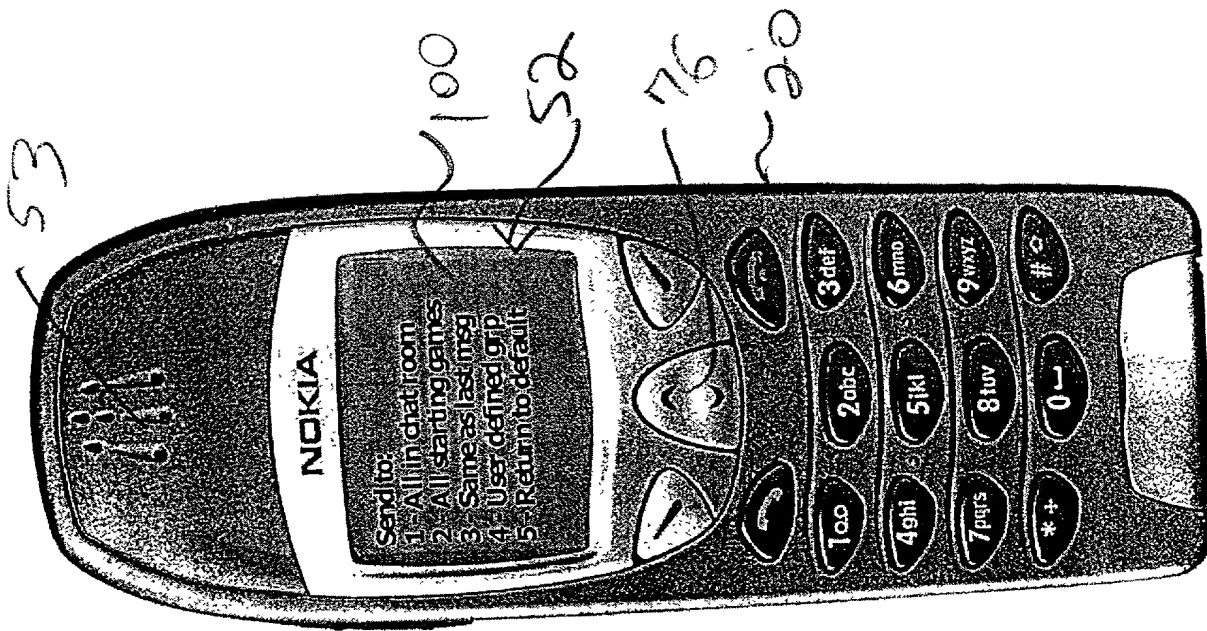


FIG. 7B